

ANNOUNCEMENT

Faculty Position in Interaction Design

Tenure Track Assistant Professor
Department of Design, University of California, Davis



The Department of Design at the University of California, Davis, invites applications for a new faculty position in **Interaction Design**. The appointment will be made at the tenure-track assistant professor level. Successful candidates should possess strong visual design skills and demonstrate a capacity for conducting original creative design and research work as well as possess a background in creative practice or industry. Ability to bridge other areas of design such as sustainable practice, industrial design, fashion, design for good, etc. and move beyond screen interactions to human scale and gestural solutions, is desired. Experience in one or more of the following is desired: agile/mobile design, gaming, human centered design, internet of things, product design, research methods/ethnography, universal design, virtual/augmented reality, visual communication/graphic design, and wearable technology. Candidates will demonstrate a strong portfolio of practice based creative work. Additional desirable skills and experience include (i) the ability to generate and develop extramural funding and relationships with industry and/or communities, and (ii) the ability to form collaborations and/or partnerships with faculty across campus such as the sciences and engineering, and the ability to work collegially and collaboratively with faculty and staff in the Department of Design, and (iii) a history of practice-based innovation in the area of interaction design. The appointee will be expected to assume a leadership role at UC Davis in mapping new directions in interaction design. In addition to the research/creative agenda described above, the appointee will teach in the undergraduate and graduate programs, and collaboratively participate in the activities, service, and life of the department as well as with other disciplines at the university level, and will establish meaningful connections to broader academic, professional, commercial and/or public communities. PhD, MDes, MFA (or foreign equivalent) is preferred but a minimum of an MA plus appropriate experience is required. Teaching experience is required with studio format teaching experience preferred; successful candidates will demonstrate an ability to teach a combination of practice-based studio classes and large lecture courses. An ability to advance the university's and department's commitment to diversity and inclusion through research, teaching, and outreach with relevant programs, goals, and activities is also desired. Appointment commences July 1, 2017.

The UC Davis Dept. of Design, which includes the UC Davis Design Museum and the California Lighting Technology Center, is the only comprehensive academic design unit in the University of California system, one of the world's leading public universities. The program offers a research-focused curriculum combining theoretical and humanistic study with innovation and practice.

Candidates begin the application process by registering online at <https://recruit.ucdavis.edu/apply/JPF01060>. Submit letter of interest, CV, a brief statement of future research plans and a plan for the future of interaction design, a brief statement of teaching philosophy along with descriptions of courses taught and/or proposed, twenty-five images of creative works including at least five-ten examples of student work if available, the names and contact details for four references and a statement of diversity. Review of applications begins November 1, 2016 and continues until the position is filled. Questions about the position may be addressed to Prof. Susan Verba at sverba@ucdavis.edu.

The University of California, Davis is an affirmative action/equal opportunity employer with a strong institutional commitment to the achievement of diversity among its faculty and staff.

